



Glyph of Astrid

(Defence +1)

For each figure you control, roll one extra attack die.



Glyph of Proflaka

(PS +2)

Your figure is happy! The happy figure cannot move from this space. The figure can lose all the Glyph of Proflaka only if a friendly figure occupies an adjacent space.



Glyph of Garda

(Defence +1)

For each figure you control, roll one extra defence die.



Glyph of Fear

(Purge +1)

For each figure you control with a Plunge number of 4 or more, add 1 to the Plunge number.



Glyph of Yaida

(Move +2)

For each figure you control, add 2 to the Move number. (Do not use this power when moving off the Glyph.)



Glyph of Jalgard

(Defence +2)

For each of your figures, roll two extra defence dice.



Glyph of Lodin

(Active: Swamp-dance)

Any time you roll the 10, added die while standing on the Glyph of Lodin, you may add one to your die roll.



Glyph of Rannveig

All figures with the Flying special power lose this power and cannot fly while standing on the Glyph of Rannveig.



Glyph of Dagmar

(Initiative +2)

When you roll the Initiative, add 2 to your die roll.



Glyph of Warrick (Blind)

At the end of every round, roll the 30-sided die. If you roll a 1, the figure on the Glyph receives one round. If you roll a 2 or higher, you may choose an opponent who must pass one round by any figure he or she controls on the battlefield.



Glyph of Droid (Intercept Order)

When one of your figures steps here, roll the twenty-sided die. If you roll a 1-8, nothing happens. If you roll a 9-20, you may remove this symbol's Order Marker from an opponent's Army Card.



Glyph of Ulaniva (Unique Attack +1)

All unique figures' unique attacks may add one extra attack die when attacking normally.



Glyph of Crevsar (Common Attack +1)

All nonunique figures in your Army may add one extra attack die when attacking normally.



Glyph of Thorlan

All opponent's figures must be adjacent to your figures to attack your figures with a lightning attack.



Glyph of Hlreed (Negation)

When one of your figures steps here, you may obliterate opponent's unique figure. Roll the twenty-sided die. If you roll a 1-4, nothing happens. If you roll a 5-20, you may first require a unique figure to leave your Army and then you may obliterate the figure. Roll the die again for the result of the game.



Glyph of Mlensoul (Massive Curse)

For each figure on the battlefield (your and your opponent's), roll this 20-sided die. If you roll 1, the figure is destroyed. If you roll 2 through 20, the figure is safe.



Glyph of Erlend (Summoning)

When one of your figures steps here, you may "summon" one of the figures (your or your opponent's) for money 1 to 5 coins to appear in the space next to this Glyph. The summoned figure has not moved & thereby engagement will 0 and unique rule. It takes 10 coins to summon a figure. You can't use the Summoning rule.



Glyph of Kaida (Healer)

Only figures with one or more Wound Markers may step on this Glyph. When one of your figures steps here, remove all Wound Markers from that figure. Roll the twenty-sided die. If you roll 1-10, nothing happens. If you roll 11-20, the figure is healed.



Dimensional Amulet
Permanent Treasure Object

The figure does not take to other dimensions when entering other spaces.



Ring of Protection
Temporary Treasure Object

The figure may use this ring after an opponent has rolled attack dice for a normal or special attack against it, and before rolling defense dice. When rolling defense dice against that attack, the figure adds 3 additional dice.



Giant Hunter Shoes
Permanent Treasure Object

The figure acts as soldiers do when attacking or defending against large or huge figures.



Whetstone of Vancov
Temporary Treasure Object

The figure may use this whetstone before rolling attack dice for a normal attack against an opponent figure. When using attack dice at level 1 against you, you may add 3 additional sword dice to its defense figure 1 extra die.



Belt of Giant Strength
Temporary Treasure Object

The figure may use this belt before rolling attack dice for a normal attack against an opponent figure. The figure adds 3 additional dice when attacking with an unarmed attack die roll.



Brooch of Teleportation
Temporary Treasure Object

The figure may teleport once every round during battle. You may place the figure in any other space within 10 spaces of its current location. The figure's opponent who rolls at least 1 die of defense against opponent's attack.



Scarab of Invulnerability
Temporary Treasure Object

The figure may use the scarab whenever it receives 1 or more wounds. Roll the 30-sided die. If you roll 1-15, ignore all the wounds just received. If you roll a 16 or higher, ignore all wounds just received.



Brooch of Shielding
Permanent Treasure Object

The figure is never attacked when being an opponent.



Holy Symbol of Peler
Temporary Treasure Object

The figure adds 3 additional attack dice when attacking an opponent figure with a normal attack.



Potion of Healing

Temporary Treasure Glyph

This figure may drink this potion after revealing at least one card on its Army Card. Revealing up to 2 reward markers from that figure's story card.



Heroic Rune

Permanent Treasure Glyph

This figure adds 1 additional attack die when making normal attacks.



Talisman of Defense

Permanent Treasure Glyph

This figure adds 1 additional defense die when defending.



Elixir of Speed

Temporary Treasure Glyph

This figure may drink this elixir before moving. This figure adds 1 to its Move value this turn.



cloak of invisibility

Temporary Treasure Glyph

This figure may use this cloak at any point during its turn. The figure may no longer be (seen) until the end of the current round of play. This cloak may be used by a figure of any color, and it does not last. The figure will reveal itself when engagement attacks with models.



Ravenant's Tones

Ancient Artifact

This figure may use this artifact during its turn. It can be used to reveal up to 2 reward markers from the story card of a figure of any color. It can also be used to reveal up to 2 reward markers from the story card of a figure of any color. It can also be used to reveal up to 2 reward markers from the story card of a figure of any color. It can also be used to reveal up to 2 reward markers from the story card of a figure of any color.



Bolt of the Withered

Ancient Artifact

After moving and before attacking with this figure, you may choose any opponent's figure within 10" to target. This figure may then make a 1-10, rolling 10-sided die. If the die is 10, the chosen figure is destroyed. Turning up the power only once per game.



Glyph of Stars

(Revive)

On your turn, roll the 10-sided die to see if your figure is destroyed. If the die is 10, your figure is destroyed. If the die is 1-9, your figure is not destroyed. If you roll 10, you may choose 1 figure of any color to revive. If you roll 1-9, the figure is not revived.